

ABSTRACT OF THE DISCLOSURE

A communication system for performing a remote conversation with an actual or fictional human or the like virtualized by using a computer comprises a client and a server, wherein the client includes an input portion for inputting a first message addressed from a user to the human or the like, a transmitting portion for transmitting the first message, a receiving portion for receiving facial animation of the human or the like and a second message that is a message sent from the human or the like to the user as a response to the first message, an output portion for outputting the second message to the user, and a display portion for displaying the facial animation; and the server includes a storing portion for storing facial image data of the human or the like, a receiving portion for receiving the first message, a first generating portion for generating the second message, a second generating portion for generating motion control data for causing the facial image data to move in accordance with the second message, a third generating portion for generating the facial animation based on the motion control data and the facial image data, and a transmitting portion for transmitting the second message and the facial animation.

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